SNSP-SU-UKV

SUPER GOAL!

INSTRUCTION BOOKLET

JALECO™

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

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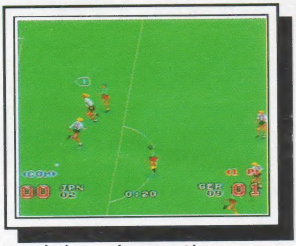
INTRODUCTION



Forget the Super Bowl. Forget the World Series. When the rest of the world thinks sports, they think soccer. And when they think soccer, they think "Cup." Pele. Lineker. Matthaus. Maradonna. Every four years, over 100 teams from all over the world vie for one of 24 final slots in this internationally acclaimed sporting event. Now it's your turn to experience the excitement and non-stop action of Jaleco's "Super Cup" competition.

SUPER GOAL! brings it all to life like you've never seen it before. The spectacular saves... the last-minute goals... the waving flags... the roaring crowds! Choose a country, then test your skills against the best the world has to offer. You'll need quick wits and even quicker reflexes to stay on top of the competition. Rob their star player with a sliding tackle as he dribbles the ball down field. Block a long kick from the opposition and send the ball flying with a diving header or an awesome mid-air bicycle kick. Loft a pass from the midfield, then grab your opportunity and volley-kick the ball past the defence... and into the net for a score! A single lucky shot can mean the difference between defeat and triumph.

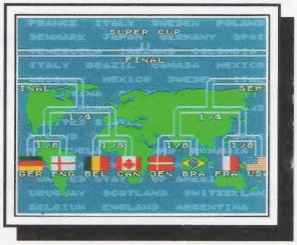
Need a little practice? No sweat — just select an Exhibition game and take on the opponent of your choice. You can even challenge a friend in a two-player, head-to-head contest. When you think you're ready for the big leagues, it's

time to enter the Super Cup. Add up as many points as you can by playing the three other teams in your group. If you make it past the First Round, get ready for some real opposition. You'll need to win every game from here on out to make the cut. Twenty-four teams participate, but only the best make it to the Finals... and only one will finish on top. Do you have what it takes to be Super Cup champion? Get ready to find out when you play ***SUPER GOAL!***.

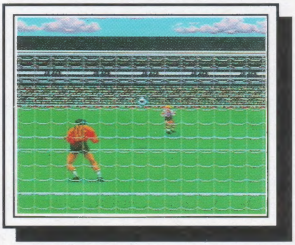
OBJECT OF THE GAME

Welcome to the ultimate challenge... the Super Cup of soccer! ***SUPER GOAL!*** includes 24 teams from countries all over the world. You can choose any team you like, from Uruguay to the good ol' U.S. of A. Look at each team's stats, then make your selection. The computer controls the opposition. The object of the game is to survive the first four elimination rounds, then play one last opponent in the Final for soccer's top prize — the Super Cup trophy.

The tournament is divided into five rounds: First Round, Eighth Finals, Quarterfinals, Semifinals and Final. The First Round separates the 24 teams into six groups of four teams. Each team plays three games, and the top 16 teams advance to the Eighth Finals. From there on out, it's winner take all — no draw games, and no second chances. If you're in it for fun instead of glory, try your hand at an Exhibition game. Same rules, no pressure. You even get to pick your opponent. Play against the computer, or ask a friend over for some head-to-head competition.



O.K., you've picked your team. You've got an opponent. Now choose a formation that makes the best use of your team's strengths. Strong defence? Use the 4-4-2. Good speed? Try a 3-5-2 formation. Those five midfielders can sprint in either direction, to defend your goal or set up a shot. Want to play it conservative? Go for the traditional 4-3-3, with or without a Sweeper. Once you've made your selection, it's time for the coin toss. One team chooses ball possession, the other chooses field position. When the whistle blows, the excitement begins!



Each half lasts from one to 45 minutes. During the game you control one player at a time. Naturally, he's always in the middle of the fray. You'll switch automatically from defence to offence when your player gets the ball. Don't worry about your teammates — the computer takes care of their positions for you. With all the fast-paced action, quick turnarounds and fantastic saves, you won't have time to worry about how it works. You'll be too busy screaming as three players fight for possession of the ball... cheering when your goalie blocks a driving shot... groaning when you kick the ball out of bounds... or muttering a few choice words when the referee calls you offsides.

Well, the qualifying rounds are finally over and the Super Cup competition is about to begin. Don't sit it out on the sidelines... get into the action! We think you'll agree: When it comes to Super Cup soccer, nothing comes closer to the real thing than ***SUPER GOAL!***.

GETTING STARTED

1. Place the *SUPER GOAL!* Game Pak into your Super Nintendo Entertainment System™ and turn on the unit.
2. When the Title Screen appears, press **START** to begin.

OPTIONS

Use the Control Pad and the **START** button to select options on the Title Screen. Press **Left** or **Right** on the Control Pad to highlight an option, then press **START** to choose that option. The options are:

Type of Game

Choose the type of game you want to play:

Exhibition **Super Cup**

Choose **Exhibition** to play a single game. Choose **Super Cup** to enter the Super Cup playoffs. If you choose an Exhibition game, you can play against the computer or play head-to-head with a real live opponent. If you enter the playoffs, you will play against the computer.

New Game or Saved Game

When you choose **Super Cup,** the next set of options allows you to start a new Super Cup competition or continue an earlier competition from a saved game. Choose one of the following options:

Game Start **Continue**

A saved game series will remain in memory until you save a new game.

Number of Players

When you select an **Exhibition** game, the next set of options allows you to choose the number of players:

1 PLAYER **2 PLAYERS**

Choose **1 PLAYER** to select a One Player game against the computer. Choose **2 PLAYERS** to select a Two Player head-to-head game against a friend. In head-to-head games, Player One uses Controller 1 and Player Two uses Controller 2.

Options Screen

Next, the **Options** screen appears. Press **Up** or **Down** on the Control Pad to highlight each option, then press **Left** or **Right** on the Control Pad to change the highlighted option. The lighter-coloured selections are the active ones. When you have finished selecting options, highlight GO TO GAME and press the **A Button** or **START.** Your options are:

OFFSIDE Choose ON for regulation soccer offside rules. Choose OFF if you don't want to be bothered with offside calls.

FOUL Choose ON for regulation soccer foul rules. Choose OFF if you don't want to be bothered with foul calls.

RADAR When ON, a small radar screen that shows the position of all players on the entire field will be shown in an upper corner of the screen during game play.

GK.AUTO Choose ON to have your goalkeeper operate automatically. Choose OFF if you want manual control of your goalie. We recommend that you choose ON.

MUSIC Choose ON to hear music during game play. Choose OFF to eliminate the music. Sound effects will be audible regardless of your choice.

STEREO Choose ON for stereo sound. Choose OFF for monaural sound.

TIME Choose the length of each half from one minute to 45 minutes. We recommend five-minute halves.

Selecting a Team

The **SELECT TEAM** screen appears after you make all your selections on the Options screen. The flags of all 24 participating teams appear on this screen. The teams are:

ARG	Argentina	**SCO**	Scotland	**ITA**	Italy
ESP	Spain	**BRA**	Brazil	**URU**	Uruguay
POL	Poland	**HOL**	Holland	**DEN**	Denmark
AUT	Austria	**SWE**	Sweden	**JPN**	Japan
FRA	France	**CAN**	Canada	**USA**	United States
RUM	Rumania	**IRL**	Ireland	**ENG**	England
BEL	Belgium	**SWI**	Switzerland	**MEX**	Mexico
GER	Germany	**COL**	Columbia	**VEN**	Venezuela

Use the Control Pad to move the cursor from flag to flag. As each flag is highlighted, three coloured bars representing that team's ratings appear at the top of the screen. The "A" bar indicates the team's **ATTACK** ability (their ability to steal the ball by tackling). The "D" bar indicates the team's **DEFENCE** ability (their ability to keep the ball). The "S" bar indicates the team's **SPEED.** The higher the bar, the greater their ability.

Player One's team appears on the left side of the screen, and Player Two's team (or the computer's team) appears on the right side of the screen. **Press the A Button or START to choose the highlighted team.** When you are playing a One Player Exhibition game against the computer, you will choose the computer's team as well as your own. Just in case you were wondering, no — you can't play against yourself!

Choosing a Formation

Once you have selected a team, the **SELECT FORMATION** screen appears. You will choose one of four formations at the beginning of the game and before the second half. The formations are:

4-3-3 **4-4-2** **Sweeper** **3-5-2**

The first number in each formation indicates the number of players on defence. The middle number indicates the number of players in the midfield. The last number indicates the number of players on offence.

4-3-3	Defence:	Right and left inside backs, right and left outside backs
	Midfielders:	Right, left and centre midfielders
	Offence:	Right and left wings, centre forward

The most popular soccer formation. It spreads the talent around evenly, giving a slight advantage to the defence.

4-4-2	Defence:	Right and left inside backs, right and left outside backs
	Midfielders:	Right and left inside midfielders, right and left outside midfielders
	Offence:	Left forward, right forward

Strengthens the midfield at the expense of the offence. The defence remains the same as in the 4-3-3. Use this formation when your team's strength is evenly matched on defensive ability and speed.

Sweeper (4-3-3)	Defence:	Right, left and centre backs, sweeper
	Midfielders:	Right, left and centre midfielders
	Offence:	Right and left wings, centre forward

Similar to the 4-3-3, except that the defence now includes three Backs and a Sweeper. The Sweeper is positioned behind the Backs and is the last line of defence against any breakthrough shots.

3-5-2	Defence:	Right, left and centre backs
	Midfielders:	Right and left trailing midfielders; right, left and centre midfielders
	Offence:	Left forward, right forward

Features a double-layer midfield, with three players in front and two behind. Gaining in popularity, this formation downplays the offence and gives the advantage to a team with good speed.

Use your cursor to select a formation. Player One uses the red cursor marked "1P". In a head-to-head Two-Player game, Player Two uses the blue cursor marked "2P". Press **Left** or **Right** on your Control Pad to move the cursor from one formation to another. As you move the cursor, the players at the top of the screen demonstrate the selected formation. Player One's team is shown at the left, Player Two's team (or the computer's team) is shown at the right. **Press the A Button or START to select a formation.**

Coin Toss

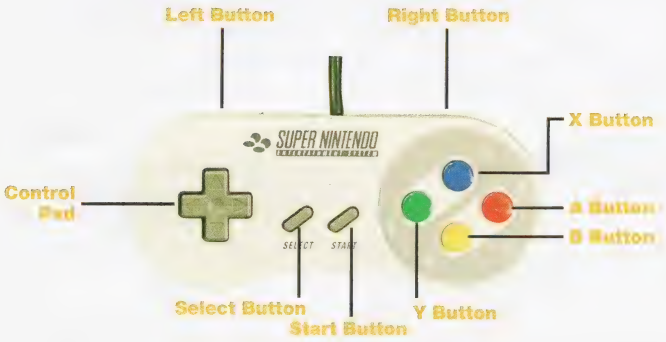
After selecting your formation, the Coin Toss screen appears. Choose Heads or Tails by pressing **Left** or **Right** on Controller 1. Press the **A Button** or **START** to spin the coin. Press either button again to stop the spin. The winner of the coin toss has two choices. They can choose field position (which goal to defend), or they can choose to have first possession the ball. The team that does not have possession at the beginning of the game gets the ball at the start of the second half. Press Up or Down on Controller 1 to display the three options. Press the **A Button** or **START** to select the displayed option.

If the team that wins the coin toss chooses a field position, the other team gets possession of the ball automatically. If the team that wins the coin toss chooses to get the ball, the other team then chooses field position. Press **Up** or **Down** on Controller 1 to change field positions. Press the **A Button** to select the displayed position. The game begins once all selections have been made.

CONTROLLER FUNCTIONS DURING A GAME

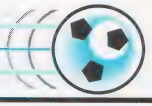
Control Pad — Press Up, Down, Left, Right or Diagonally on the Control Pad to move your player in the corresponding direction.

START — Press **START** to pause the game; press **START** again to resume play.



Offence and Defence

A or X Buttons	Offence:	Shot or Pass. The longer you hold down the button, the farther the ball travels.
	Defence:	Sliding Tackle
B or Y Buttons	Offence:	Pass. The longer you hold down the button, the farther the ball travels.
	Defence:	Shoulder Tackle
Control Pad + A, B, X, or Y Buttons	Offence:	Put curve ("English") in direction pressed on shot or pass.
A, B, X, or Y Buttons while ball is in air	Offence & Defence	Perform special move (header, etc.)
R Button	Defence:	Select a different player. Use this control to override the normal selection, which automatically switches control to the player closest to the ball.
L Button	Defence:	Set up an Offside Trap. Keep pressing button to move defence forward for trap.



Manual (GK.AUTO OFF) Goalie Controls

B or Y Buttons	Jump
Control Pad + B or Y Buttons	Dive in direction pressed.

Free Kicks & Goal Kicks

Control Pad + A, B, X, or Y Buttons	Aim kick in direction pressed, kick ball.

Corner Kicks

A, B, X, or Y Buttons	Kick ball (after selecting set play)

Throw-ins

Control Pad + B or Y Buttons	Aim throw in direction pressed, throw ball.

Penalty Kicks

Control Pad + B or Y Buttons	Offence: Aim kick in direction pressed, kick ball. Defence: Move goalie in direction pressed, jump or dive for ball.

MOVES

Offensive Moves

You perform offensive moves when you have possession of the ball.

Pass	Press the **B** or **Y Buttons** to pass the ball. The longer that you hold down the button, the farther the ball travels.

Use passes to advance the ball down field toward your opponent's goal. To curve, or put some "English" on the ball, press the button and then press **Up** or **Down** on the Control Pad to curve the ball in that direction.

Shot

Press the **A** or **X Buttons** when you have possession of the ball and are close to your opponent's goal to take a shot. You can curve the ball toward the goal with the Control Pad as explained above.

Special Moves

Press the **A, B, X,** or **Y Buttons** when the ball is in the air and close to you (coming toward you or near you) to perform one of four several special moves. These moves are:

Header

If the ball is close to you and is still high in the air, your player will jump up and hit the ball with his head.

Jumping

If the ball is flying or landing near your player but not at him, the player will perform a diving header.

Bicycle Kick

If the ball is close to you and at mid-level in the air, your player will jump up and flip over backwards, kicking the ball in mid-air.

Volley Kick

If the ball is close to you and at a low level, your player will jump up and kick the ball.

Defensive Moves

You perform defensive moves when you do not have possession of the ball.

Sliding Tackle

Press the **A** or **X Buttons** to slide feet-first into your opponent and steal the ball from him. Use this move if you are not right next to the player with the ball.

Shoulder Tackle

Press either the **B Button** or the **Y Button** to bump into your opponent and steal the ball from him. Use this move if you are right next to the player with the ball.

Offside Trap Press the **L Button** to set up an offside trap. In this manoeuvre, your players move away from your goal in an attempt to catch an opponent offsides. See below for more information about offside rules.

Controlling the Goalie

When one of your opponents kicks the ball toward your goal, the goalkeeper will block the shot automatically, unless you chose GK.AUTO OFF on the Options screen. At certain times the screen will change to show a view from behind the goal. This behind-the-goal screen only appears if your goalkeeper is inside the goal, if the opponent taking the shot is at or near the front edge of the penalty box, and if no other players are nearby.

Blocking a Shot

When you are defending against a Penalty Kick, you must control the goalkeeper as he attempts to block the shot. Press and hold the **B** or **Y Buttons** and then press the direction on your Control Pad (including diagonals) that you want your goalie to move.

Blocking a Shot with GK.AUTO OFF

If you have selected manual (GK.AUTO OFF) goalie controls, press the **B** or **Y Buttons** to make your goalie jump. Press the Control Pad in combination with the **B** or **Y Buttons** to make your goalie dive in the direction pressed.

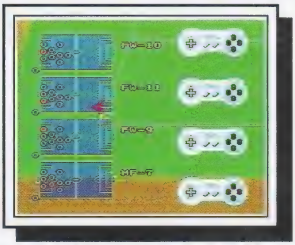
Returning the Ball to Play
If your goalkeeper blocks a shot and holds the ball, press the direction on the Control Pad that you want to kick the ball and then press the **A, B, X,** or **Y Buttons** to return the ball to play. And don't try anything funny... it is possible for a goalkeeper to kick the ball into his own net!

Restarts
A restart occurs when the ball goes out of bounds, or when a player commits a foul. The non-offending team gets possession of the ball.

Throw-In
A Throw-In is awarded to your team when the opposing team sends the ball over the touch-line. One of your teammates throws the ball back into play from a spot near where the ball went out of bounds. Use your Control Pad to choose the direction (**Left** or **Right**) of the throw, and press the **B** or **Y Buttons** to throw the ball.

Goal Kick
A Goal Kick is awarded to your team when the opposing team sends the ball over your endline. The ball is placed at the corner of your Goal Box closest to where it went out of bounds, and one of your teammates is positioned to kick the ball back into play. Use the Control Pad to control the direction of the kick, and press the **A, B, X,** or **Y Buttons** to kick the ball.

Corner Kick



A Corner Kick is awarded to your team when the opposing team sends the ball over their own endline. The ball is placed at the corner of the field closest to where it went out of bounds, and one of your teammates is positioned to kick the ball back into play. Choose the player you want to pass the ball to by choosing one of four options displayed on the screen. See **ON-SCREEN DISPLAYS** for more information about these options.

To select a player, press the corresponding button on your Controller. After selecting a player, the game screen reappears. Press the **A, B, X,** or **Y Buttons** to kick the ball to the designated player.

Free Kick

A Free Kick is awarded to your team when an opponent commits a foul (in this game, either Kicking or Offside). One of your teammates is positioned near the spot where the foul occurred, and is allowed to kick the ball without interference from the opposing team. Use the Control Pad to control the direction of the kick, and press the **A, B, X,** or **Y Buttons** to kick the ball.

Penalty Kicks

A Penalty Kick is awarded to your team when an opponent commits a foul within your Penalty Box. When this happens, the Penalty Kick screen appears. Penalty Kicks are also used to decide all draw games in the Super Cup Finals.

Making a Penalty Kick

If you are attempting the Penalty Kick, you will see a view of the opposing team's goal from behind your penalty kicker. Nine kicking directions are available, corresponding to the eight positions on the Control Pad plus a neutral (centred) position. For example, to kick the ball into the upper left corner of the goal, press **Up** and **Left** on the Control Pad. To kick the ball into the right centre area of the goal, press **Right** on the Control Pad. If you do not press any direction, the ball will travel directly toward the centre of the goal. Use the Control Pad to control the direction of the kick, then press the **B** or **Y Buttons** to kick the ball.

To kick the ball into a certain area of the goal, press the corresponding direction on the Control Pad. For example, to kick the ball into the upper left corner of the goal, press Up and Left on the Control Pad. To kick the ball into the right centre area of the goal, press **Right** on the Control Pad. If you do not press any direction, the ball will travel directly toward the centre of the goal. Use the Control Pad to control the direction of the kick, then press the **B** or **Y Buttons** to kick the ball.

Defending a Penalty Kick

If you are defending a Penalty Kick, press and hold the **B** or **Y Buttons** and then press the direction on your Control Pad (including diagonals) that you want your goalie to move.

ON-SCREEN DISPLAYS

Cursor

A cursor appears over the head of the player you are currently controlling. The cursor always points toward your opponent's goal, indicating the direction of your team's attack. Player One's cursor displays a number 1, and Player Two's cursor displays a number 2. No cursor appears over a computer-controlled player.

Timer

A game consists of two halves. Each half can last from one minute to 45 minutes, depending on the length that you selected on the Options screen. A timer at the bottom of the screen counts down the seconds and minutes remaining in the half. If you have the music turned on, you'll notice it speed up as you near the end of a half. If a Super Cup game is tied after regulation play, an overtime period of two 2-minute halves is played.

Team Stats

Statistics for Player One's team are displayed in the lower left corner of the screen. Statistics for Player Two's team (or the computer's team) are shown in the lower right corner of the screen. Each team's current score is shown in large red numbers. If no goals have been scored, 00 will be displayed. The team's three-letter country abbreviation appears next to the score. The jersey number of the active player is displayed under the country abbreviation.

Radar Display

If you selected RADAR ON on the Options screen before the game, the Radar display will be located in the upper right corner of the game screen. This display shows a miniature view of the entire field, including the position of each player. Red indicators show the position of the players on Player One's team. Blue indicators show the position of the players on Player Two's team (or the computer's team). A white indicator shows the position of the ball.

Use the Radar display to keep track of your players' positions, as well as the current location of the ball.

Corner Kick Screen

When a Corner Kick is awarded to your team, the Corner Kick screen appears. Four field diagrams showing your players are displayed on the left side of the screen. The player who will receive the ball is shown in red; all other players are shown in blue.

The letters and numbers next to the field diagrams identify the receiving player's position and jersey number. **FW** indicates a forward, and **MF** indicates a midfielder. The Controller diagrams on the right side of the screen show which button you should press to select a particular player. Choose one of the four players, then press the **A, B, X,** or **Y Buttons** to kick the ball to that player.

Fouls

The only fouls called in *SUPER GOAL!* are **Kicking** and **Offside.** When a player commits a foul, a whistle is blown. The referee points to the team that committed the foul and the name of the foul is displayed. After a foul, the team that was fouled is awarded a direct free kick from the location of

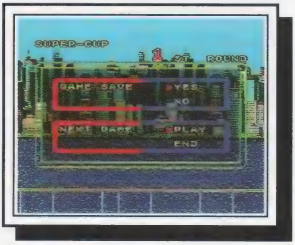
the foul. If a player commits a foul in his own Penalty Box, the opposing team is awarded a Penalty Kick.

Half-Time and End-of-Game Displays

Each team's stats are displayed on the screen at half-time and at the end of the game. These stats include Shots on Goal (Total Shots), Saves, Corner Kicks, Offsides and Fouls (Kicking), as well as each team's score. At the end of the game, the winning team's players advance toward the camera in victory. If you're playing against the computer and lose the game, you get to watch your players walk away in defeat. (Don't let it get to you... there's always next time!)

Saving a Game

In Super Cup mode, you are allowed to save the current Super Cup series after any game and continue the tournament at a later time (assuming you're still in the running, that is). You cannot save games in Exhibition mode.



After the End Of Game screen appears in Super Cup mode, press **START** to view the game stats for both teams. When you have finished reviewing the stats, press **START** again to display the Save Game screen. You are asked if you want to save the game. Press **Up** or **Down** on the Control Pad to select **YES** or **NO.** Press the **A Button** to make your selection. When you save a game, that game remains in memory until you save another game over it.

You then choose to play another game or end the series for the time being. Press **Up** or **Down** on the Control Pad to select **PLAY** or **END.** Press the A Button to make your selection. If you choose **PLAY,** you will continue to the next game in the series. If you choose **END,** you will return to the Title Screen.

First Round Results Screen

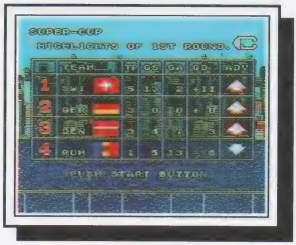
The First Round Results Screen appears before and after each First Round game. This screen shows the results of all the First Round games played by your group, which includes four teams. The four teams are displayed in a 4-by-4 grid. Each team's results are displayed in a row across from the team flag. Your team plays each of the other teams once, for a total of three games. Look for your team's flag in the column at the left, then read the First Round results across the row.

A totals column at the end of each row shows total goals for all three games. The total number of goals scored for each team appears at the top, and the total number of goals scored against each team appears at the bottom. Press **START** to continue.

First Round Highlights Screen

At the end of the First Round, the Highlights screen appears. This screen shows the four teams in your group, ranked according to their point totals. The first column shows the team's ranking (1-4). The second column shows the team name and flag. The third column shows the total number of points earned by that team. Each win is worth 2 points, and each draw is worth 1 point.

The fourth column shows the total number of goals scored by each team in the First Round. The fifth column shows the total number of goals scored against each team in the First Round. The sixth column shows the team's total net points (points for minus points against). The last column indicates which teams will be advancing to the Eighth Finals. Up Arrows identify the advancing teams. Down Arrows identify the teams that will not advance. Press **START** to continue.



Playoff Diagram Screen

The Playoff Diagram Screen appears before and after each Eighth Final, Quarter Final, Semifinal and Final game. This screen displays a tree diagram of all 16 teams that made it past the First Round, and shows how the teams are paired for the next round of play. Locate your team's flag to see who your next opponent will be. After you finish each Finals game, the Playoff Diagram shows you which teams have advanced to the next round. Press **START** to continue.

SCORING

Your team scores a goal when the ball goes into the opposing team's net. It doesn't matter who kicks the ball, and as we mentioned earlier, it is possible to score a goal against your own team. (Needless to say, that wouldn't make you very popular with your teammates!) The team with the most goals wins the game.

Exhibition Games
If both teams score the same number of goals, the game is decided by a Penalty Kick shootout. Each team is allowed to attempt five Penalty Kicks, and the team that scores the most goals from these Penalty Kicks wins the match. If each team scores the same number of goals, a series of "Sudden Death" rounds is played until one team triumphs.

Super Cup Games
Draw (tie) games are allowed in the First Round of play. This includes games in which neither team scores a goal (0-0). However, Super Cup Finals games cannot end in a draw. If the game is tied after regulation play, an overtime period of two 2-minute halves is played. If the game is still tied after overtime, a Penalty Kick shootout (as described above) decides the winner.

FOR THE UNINITIATED...

I bet all of you soccer fans out there already know everything there is to know about the game, right? But just in case you decide to play with your Uncle Louie, who doesn't know a touchline from a conga line, we thought we'd better include some of the basics.

The Game

A full-length soccer game consists of two halves of 45 minutes each, for a total of 90 minutes. Most soccer games are low scoring — more like hockey than basketball... or even football. One or two goals per side is common, and many games end in a draw (i.e. a tie). An overtime match consisting of two 15-minute halves is played in tournament games which cannot end in a draw.

If neither team has scored a goal at the end of overtime, each team attempts five Penalty Kicks. When the shooting match is over, the team with the most successful Penalty Kicks wins the game. Oh, by the way, teams switch sides at half time, and whichever team did not have possession of the ball at the beginning of the game gets first possession at half time... fair is fair.

The Team

Each team consists of 11 players: One goalkeeper and 10 field players. The field players are divided into Defence, Midfielders and Offence. Defensive players are known as Fullbacks, or simply "Backs." These players stay in their own half of the field, and are responsible for marking, or guarding, the opposing team's offensive players. The defence can also include a special position known as a "Sweeper." No, it's got nothing to do with brooms. The Sweeper plays close to his own goal, "sweeping" the field rather than marking any particular player. He's the last line of defence against any attackers that squeak past his teammates.

As you might guess, midfielders (also called halfbacks) work the centre of the field. Midfielders need both speed and flexibility, as they can be called on to support both the defence and the offence. Offensive players include Forwards in the middle of the field and Wings along the sidelines. Forwards, like Pele and Maradonna, are the stars of the team... the major goal scorers. Wings set up shots by directing the ball from the sidelines to the centre of the field.

Formations

A team's field players are organized into specific formations. Formations are normally identified using three numbers that are separated by hyphens. The first number represents the Defence. The second number represents the Midfield. The last number represents the Offence. The most popular soccer formation is the 4-3-3, but a coach may use any combination of players he thinks will work — or get really radical and use no formation at all.

Legal and Illegal Moves

Basically, you can touch the ball with any part of your body other than your hands or arms (shoulders are O.K.). Not surprisingly, most players use their feet to get the ball moving. You generally hit the ball with the top or side of your foot rather than the toe. You can also use your head, provided it's hard enough... and no helmets allowed. Dribbling the ball involves pushing it along the ground as you run after it. Trapping the ball means that you block a mid-air pass using your body. You can arch backward, hunch forward, bounce the ball off your knee, or use any other method you can think of. This should result in the ball going to you (or one of your teammates), not the opposition.

The Field

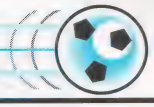
A regulation soccer field can be anywhere from 100 to 130 yards long, and 50 to 100 yards wide. Big difference, huh?!? Oh, yeah, it's also gotta be longer than it is wide. Not that it matters in this game... just thought you might like to impress your friends with your awesome soccer knowledge. The lines at the end of the field are called (duh) endlines, except in front of the goal, where they're called goal lines. The sidelines are called touchlines.

A centre line divides the field in two. This line marks the spot where the ball is put into play at the beginning of each half and after a goal. The circle at midfield keeps opposing players 10 yards away from the kicker, who stands in the middle of the circle. Red flags are placed at the four corners of the field and at either end of the centre line.

The Goal Area

In case you hadn't noticed, the goals are located at either end of the field. Each goal measures 24' wide by 8' high — which is pretty tall when you're only 4' 10". The Penalty Box is an 18-yard by 44-yard area immediately in front of the goal. Goalkeepers are allowed to use their hands to control the ball only when they are inside this area. Also, any major foul committed by a defender in his own Penalty Box results in a Penalty Kick for the opposing team... so watch it!

A player attempting the Penalty Kick is placed at the Penalty Spot, a marker 12 yards out and directly in front of the goal. The arc on the inside edge of the Penalty Box keeps opposing players at least 10 yards away from the Penalty Kicker. The Goal Box is a 6-yard by 20-yard area immediately in front of each goal, inside the Penalty Box. The Goal Box serves no real purpose other than locating the position of Goal Kicks (explained below).



Starts and Restarts

Each half begins with an indirect free kick from the centre of the field. This means that the ball must touch at least one other player before a goal can be scored. It doesn't matter who it touches, or even where it touches them. Heck, you can even bounce the darn thing off the next guy's head if you feel like it. I hope he doesn't mind.

If you send the ball sailing over one of the touchlines, a player from the opposing team gets to throw the ball back into play at the spot where it went out of bounds. The player performing the thrown-in must use both hands, must throw the ball forward over his head, and can't turn or twist his body.

If you kick the ball over your opponent's endline, the other team is awarded a Goal Kick. This kick is taken from the corner of the opponent's Goal Box nearest to the spot where the ball went out of bounds. If you kick the ball over your own endline (boy, will you hear about that one!), the other team is awarded a Corner Kick. This kick is taken from the corner of the field nearest to the spot where the ball went out of bounds.

Offside

Now this is a tricky but important rule, so pay attention. **A player is considered offside when he is closer to his opponent's goal line than the ball at the moment the ball is in play.** Like all other rules, this rule is waived under certain conditions:

1. The player is on his own team's half of the field
2. There are at least two opponents between himself and the opponent's goal line (one can be the goalkeeper)
3. The ball was last touched by an opponent, or by the player himself
4. The player got the ball from a Corner Kick, Goal Kick or Throw-In

Fouls

Personal fouls are defined as intentional collisions or attacks on another player. Don't look so innocent... you know what we mean. These fouls include kicking, tripping, hitting or holding. A foul will also be called if a player uses "colourful" language, hassles the referee or intentionally touches the ball with his hands or arms. The referee decides whether the foul should be considered a major infraction or a minor infraction. Major infractions are penalized with a direct free kick. Minor infractions are penalized with an indirect free kick. Both of these kicks are explained below.

Free Kicks

As the name implies, a direct free kick can score a goal directly. In other words, the ball does not have to touch another player before it goes into the net. Relax, we're not saying you have to score a goal on every direct free kick — just that it's possible, O.K.? On an indirect free kick, the ball has to touch another player (from either team) before it can score a goal. We talked about this one earlier, remember?

For all free kicks, the opposing players must be at least 10 yards away from the kicker until the ball is kicked... or else.

Penalty Kicks
Penalty Kicks are awarded when a defending player (usually a Fullback or Sweeper) fouls an opponent (usually a Forward) inside the defender's Penalty Box. When this occurs, a player on the opposing team is allowed to take a direct free kick from the Penalty Spot, located 12 yards directly in front of his opponent's goal.

Yep, you're right, that goalie's a sitting duck. In fact, he can't even move until the other guy kicks the ball. As you might guess, the odds in this situation are heavily in favour of the kicker. In fact, up to 80% of all Penalty Kicks result in a score. Oh yeah, one more thing. In tournament games that can't end in a draw, a series of Penalty Kicks on each side is used to settle a game that's still tied after overtime.

World Cup Competition
The World Cup championship is contested among the top 24 soccer teams in the world. The competition is divided into five rounds:

First Round	The 24 teams are divided into six groups: Group A through Group F. There are four teams in each group. Each team plays a total of three games in the first round — one game against each of the other teams in that group. The teams are then ranked according to their total points for the round. Wins earn two points, draws earn one point. The top 16 teams in the ranking advance to the next round of play.

Eighth Finals	The 16 teams are paired off in eight single-elimination matches. The eight winning teams advance to the Quarter Finals.
Quarter Finals	The eight teams are paired off in four single-elimination matches. The four winning teams advance to the Semifinals.
Semifinals	The remaining four teams are paired off in two single-elimination matches. The winning teams advance to the Final game. The losing teams play each other for third place.
Final	The Semifinal winners go head-to-head in a single, no-holds-barred competition. The winner of this match takes home the ultimate prize... the **World Cup trophy.**

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